

100  
 FIGURE 1

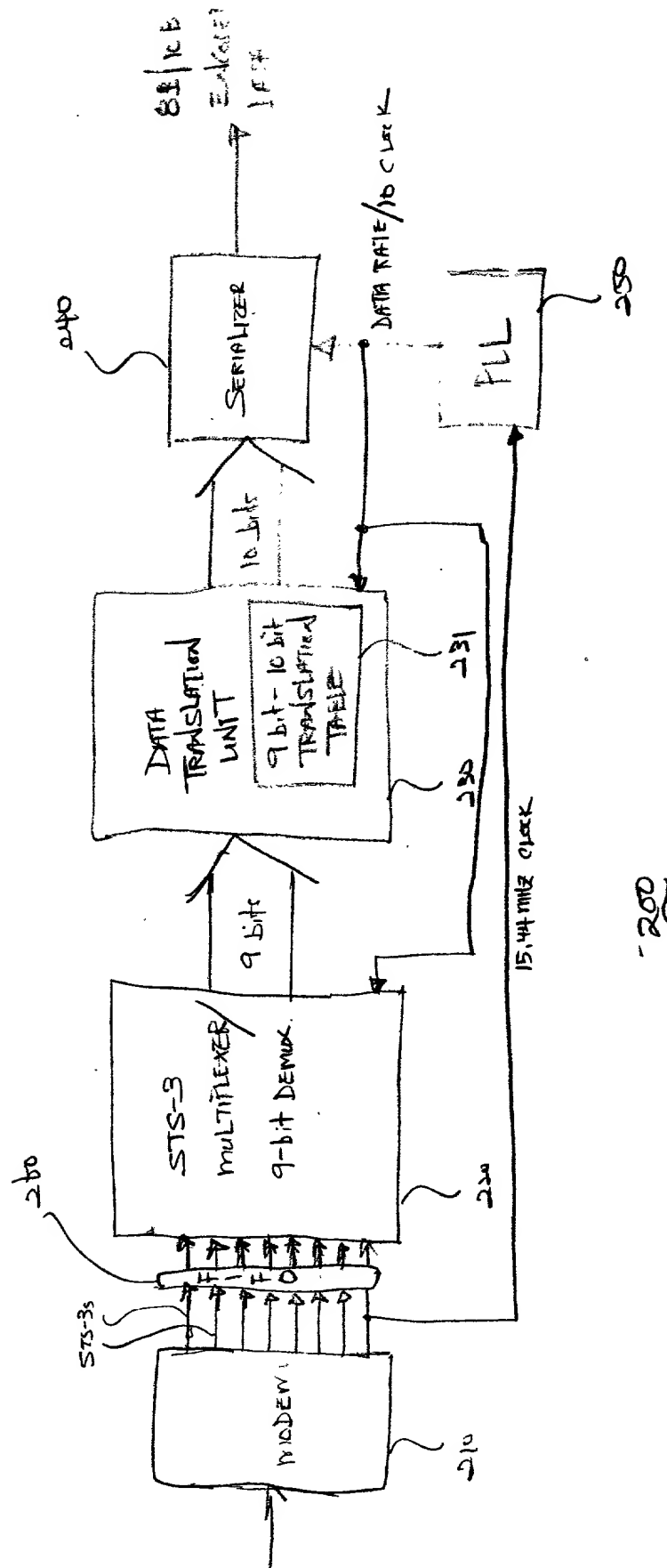


FIGURE 2

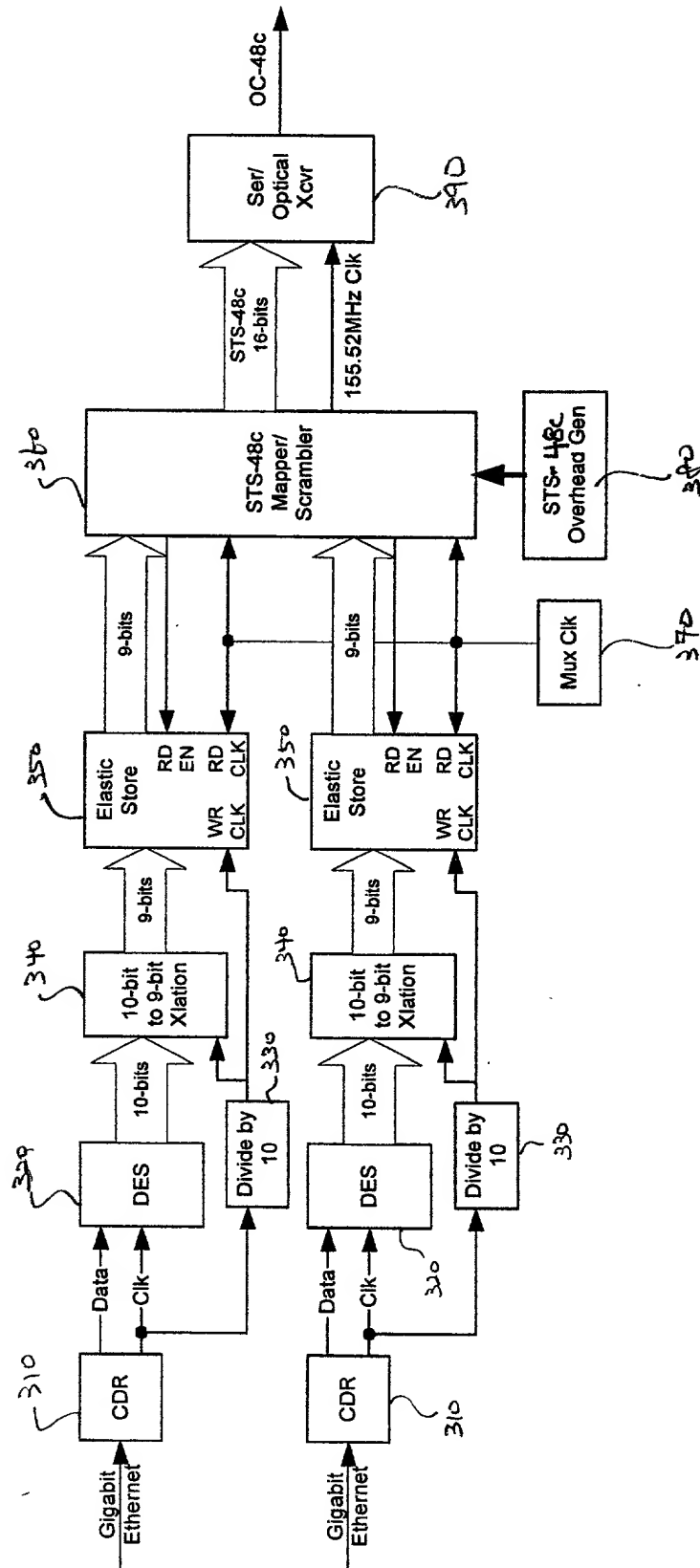


Figure 3

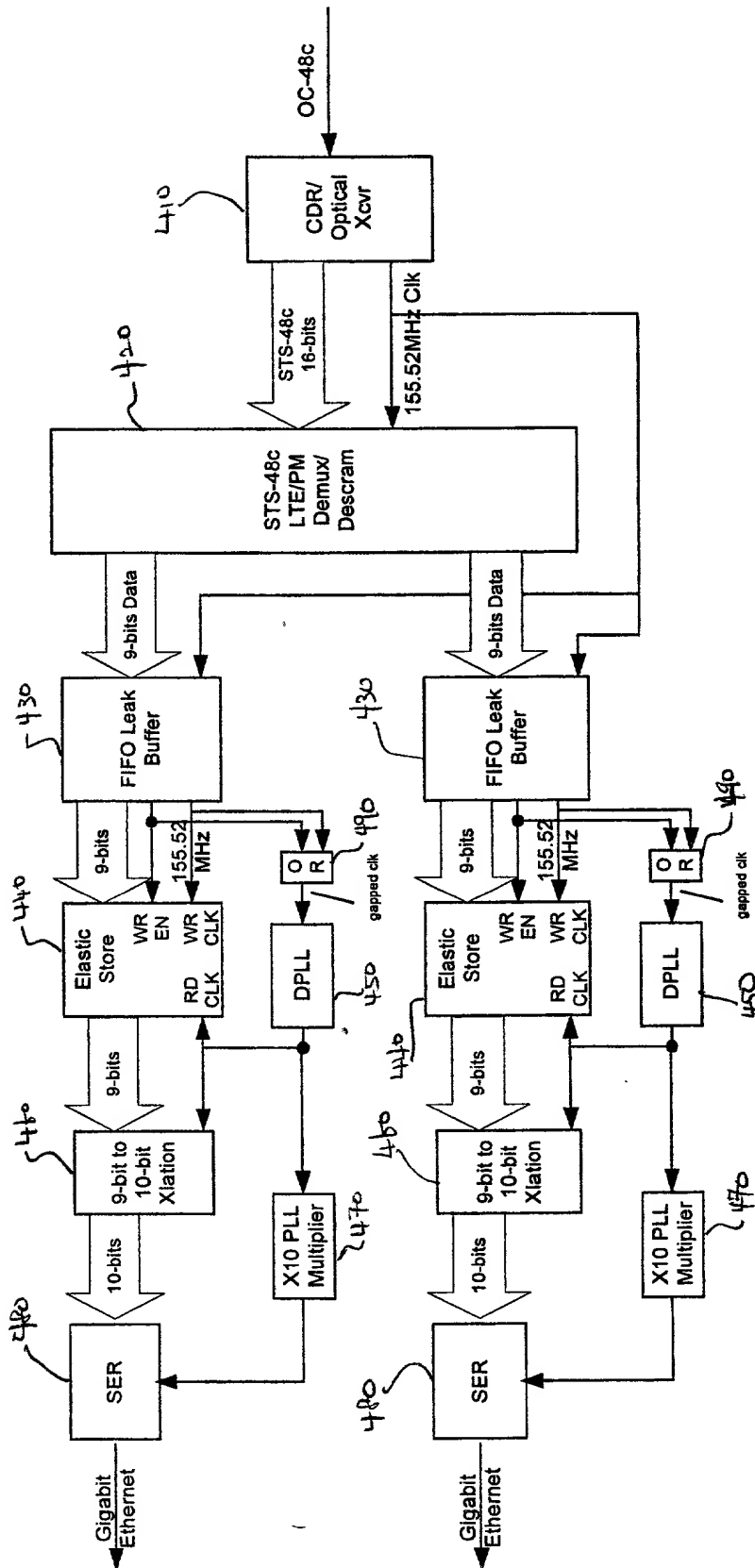


FIGURE 4

[illegible]

Figure 5



A1	A1	A1	A2	A2	A2	R	ANS	2 R	3 BIP-8	98 L2	7 R	2 R2	98 L2	R2	R2
BR	BR	BR1	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
ID1	ID2	ID3	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
R	R	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
R	R	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
K	K	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
R	R	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
R	R	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
R	R	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	R2
R	R	R	R	R	R	R	R	2 R	3 R	98 L2	7 R	2 R2	98 L2	R2	P1

7

7  
FIGURE

BYTE	DEFINITION	VALUE
A1	Framing byte	0xF6
A2	Framing byte	0x28
BIP-8	BIP-8 per STS-1 as defined in GR-253	N/A
BR	Bit Rate ID byte	First 8-bit byte of bit rate code that corresponds to a software defined bitrate. Bit rates should include: Fibre Channel, Gig-E, 1130 RZ, 565 RZ, Unavailable.
BR1	Bit Rate ID byte	Second 8-bit byte of bit rate code that corresponds to a software defined bitrate. Bit rates should include: Fibre Channel, Gig-E, 1130 RZ, 565 RZ, Unavailable.
ID1	Frame identification Byte	Least significant 6 bits correspond to the most significant 6 bits of the 14-bit ID code.
ID2	Frame identification byte	Least significant 8 bits of the 14 bit ID code.
ID3	Frame identification byte	Least significant 3 bits correspond to STS# 0 through 7.
R	8 bit fixed stuff	0xFF
R1	9 bit fixed stuff	0x1FF
R2	10 bit fixed stuff	0x3FF
I	9 bit data	N/A
I1	Fibre Channel 10 bit data	N/A
I2	VRH-RZ 10 bit data	For 1129.84 Mb/s, I2=11111111 (I=information bit) For 564.92 Mb/s, I2=11111111
P1	P stuff byte indication. Stuffing used to prevent FIFO overflows	0xFF => P byte = R1, 0x00 => P byte = I
P11	P1 stuff byte indication. Stuffing used to prevent FIFO overflows	0xFF => P1 byte = R2, 0x00 => P1 byte = I1
P	9-bit stuff	I or R1 dependent on STS #. P shall need to be I when needed to prevent a FIFO overflow; otherwise, it's R1.
P1	10-bit stuff	I1 or R2 dependent on STS #. P1 shall need to be I1 when needed to prevent a FIFO overflow; otherwise, it's R2.
ANS	Alarm Notification Signal byte	0x00 => normal, 0xFF => alarm

800

FIGURE 8



## VRVH pseudo STS-3 Frame

A1	A1	A1	A2	A2	A2	R	ANS	2 R	3 BIP-8	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	R(b)	R(b)
BR	BR1	R	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	R(b)	R(b)
ID1	ID2	ID3	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	R(b)	R(b)
R	R	R	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	R(b)	R(b)
R	R	R	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	(V)R(b) or (!V)I(n)	R(b)
R	R	R	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	(K)R(b) or (!K)I(n)	R(b)
R	R	R	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	(H)R(b) or (!H)I(n)	R(b)
R	R	R	R	R	R	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	(G)R(b) or (!G)I(n)	R(b)
R	R	R	R	PI(d)	PI(d)	R	R	2 R	3 R	(X) I(n)	(D) R(a)	(E) R(b)	(Y) I(n)	(S)R(b) or (!S)I(n)	P(d)

FIGURE 9

## Configuration Parameters for each data rate

Parameter	Gigabit Ethernet	Fibre Channel	1.129984Gbps	1.114112 Gbps
X	109	95	98	97
n	0	1	2	2
D	5	7	7	2
a	0	0	0	0
E	5	14	2	9
b	1	2	2	2
Y	108	89	98	96
d	0	1	1	1
V	1	1	1	1
K	1	0	1	1
H	1	0	1	0
G	1	0	1	0
S	1	0	0	0

FIGURE 10

## Frame byte definitions

BYTE	DEFINITION	VALUE
A1	Framing byte	0xF6
A2	Framing byte	0x28
BIP-8	BIP-8 per STS-1 as defined in GR-253	N/A
BR(1)	Bit Rate ID byte	16-bits correspond to a software defined bitrate. Bitrates should include: Fibre Channel, Gig-E, 1130 RZ, 565 RZ, Unavailable
ID1	Frame identification Byte	Least significant 6 bits correspond to the most significant 6 bits of the 14-bit ID code.
ID2	Frame identification byte	Least significant 8 bits of the 14 bit ID code.
ID3	Frame identification byte	Least significant 3 bits correspond to STS# 0 through 7.
R(0)	8 bit fixed stuff	0xFF
R(1)	9 bit fixed stuff	0x1FF
R(2)	10 bit fixed stuff	0x3FF
I(0)	9 bit data	N/A
I(1)	Fibre Channel 10 bit data	N/A
I(2)	VRH-RZ 10 bit data	For 1129.84 Mb/s, I2=iiiiiii (i=information bit) For 564.92 Mb/s, I2=11111iiii
PI(0)	P stuff byte indication. Stuffing used to prevent FIFO overflows.	0xFF => P byte = R1, 0x00 => P byte = I
PI(1)	P1 stuff byte indication. Stuffing used to prevent FIFO overflows.	0xFF => P1 byte = R2, 0x00 => P1 byte = I1
P(0)	9-bit stuff	I or R1 dependent on STS #. P shall need to be I when needed to prevent a FIFO overflow; otherwise, it's R1.
P(1)	10-bit stuff	I1 or R2 dependent on STS #. P1 shall need to be I1 when needed to prevent a FIFO overflow; otherwise, it's R2.
ANS	Alarm Notification Signal byte	0x00 => normal, 0xFF => alarm

FIGURE 11

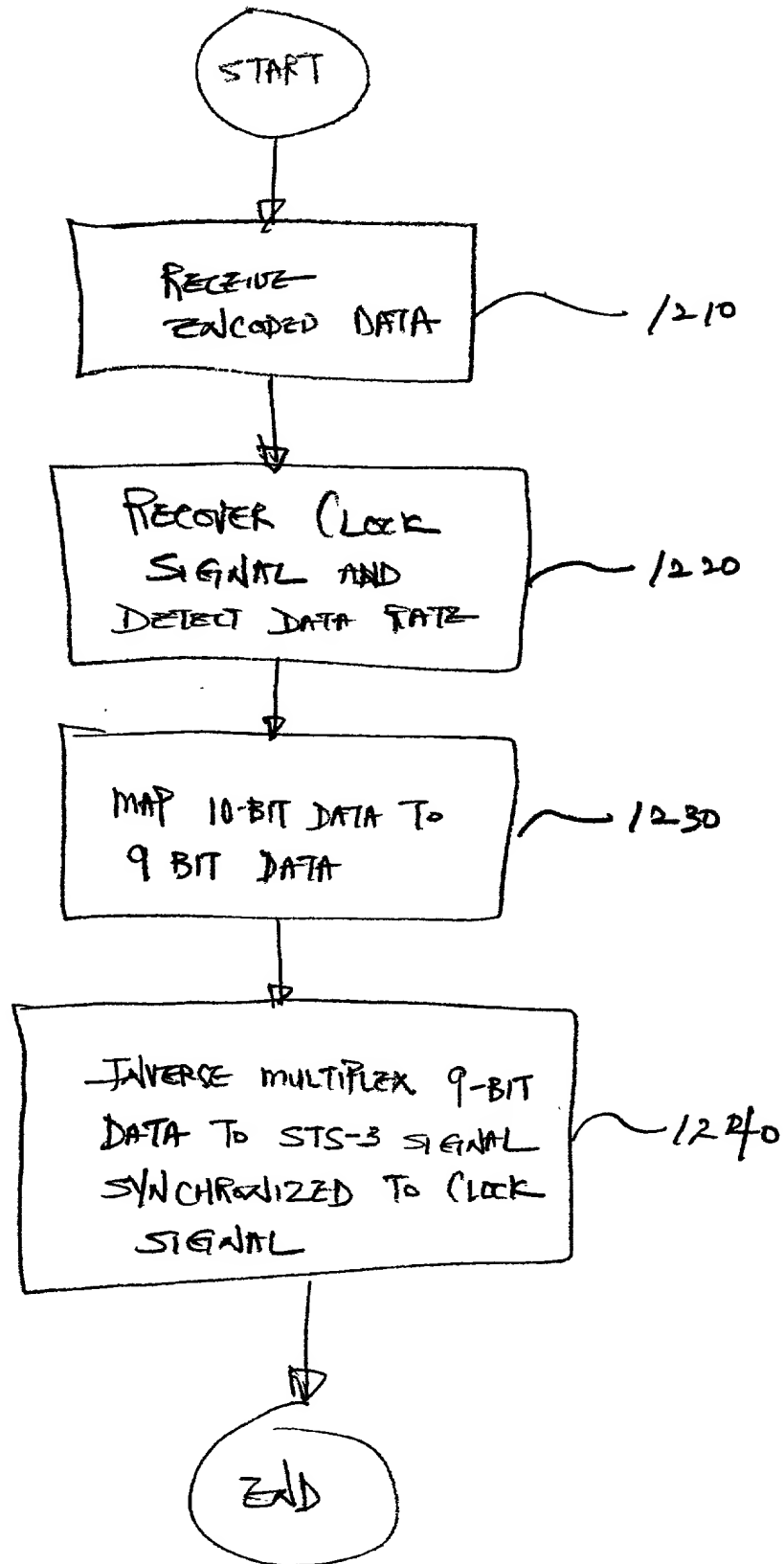


FIGURE 12

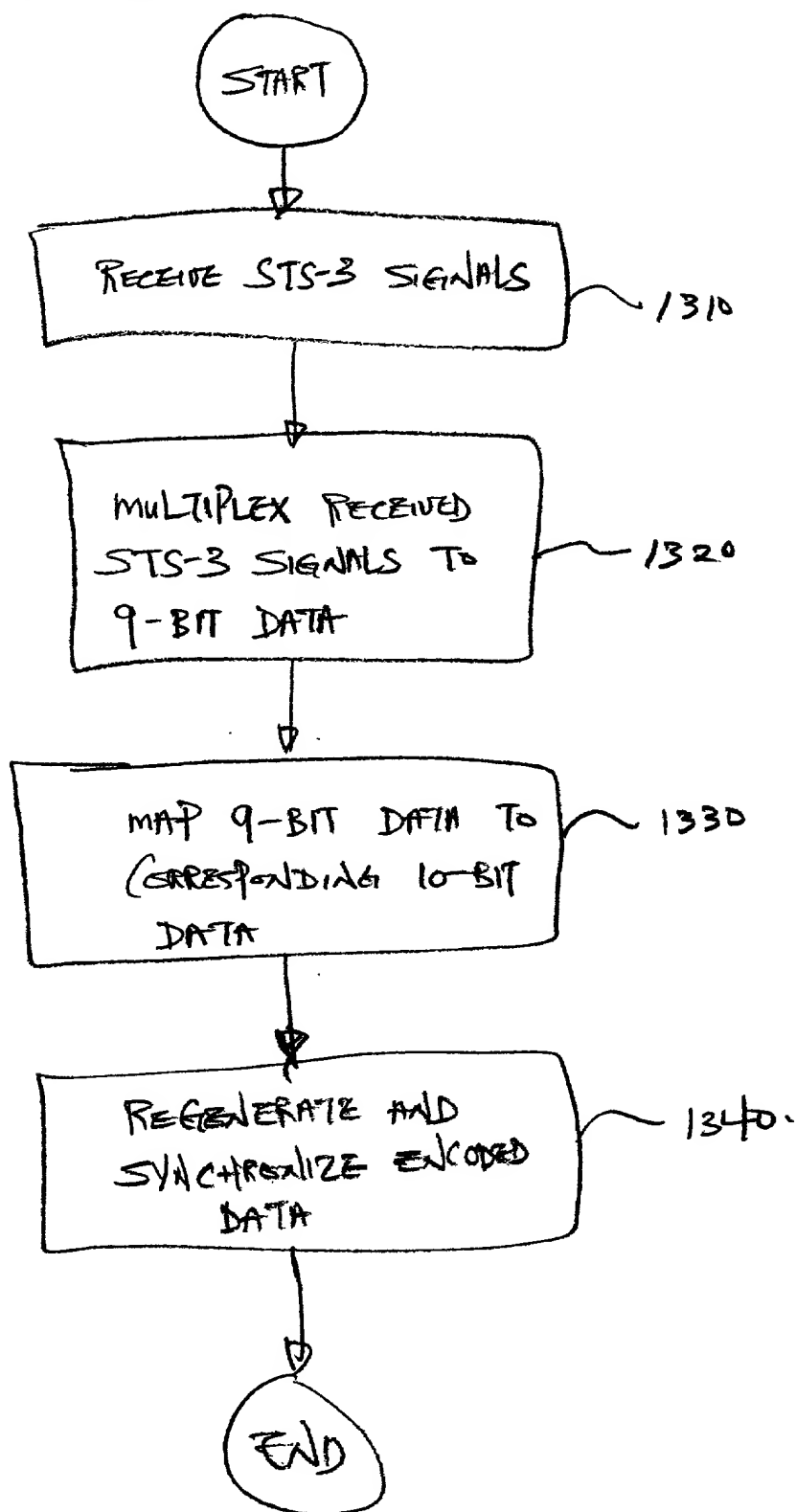


FIGURE 13